

## PENCILS AND PIXELS

Welcome to 'Pencils and Pixels', a learning resource aimed at helping you to improve your communication skills through drawing. An important part of the design process is to develop ideas from the imagination and share those ideas in the wider world. Whether you are having a conversation with yourself or with others, improving your drawing skills will help you to explain that most important of questions, 'but what will it look like?'

This series of 10 films starts by encouraging you to keep a sketch book, develop your drawing skills from the imagination as well as learning how perspective grids can improve your perspective sketch drawing. Demonstrations will show how to draw in measured perspective and finally how to render your completed drawings. Some of the films are supported by additional learning materials to help you practice your new skills. The materials you will need are listed at the start of each film.

Many of the longer films are broken into manageable chunks or 'chapters' so that you can easily repeat parts of the demonstration as required. The most effective way to learn is to first watch the film through to the end and then to use the materials list and supporting materials to work through information again at your own pace. Some of the techniques are quite difficult at first, but persevere and **practice, practice, practice!**

### Pencils and Pixels: List of Films and Supporting Material

Film Title	Supporting Material
1. Keeping a Sketchbook: Pam Locker	<ul style="list-style-type: none"><li>• Keeping a Sketchbook: Handout</li><li>• 10 Steps to Sketching the Built Environment</li></ul>
2. Drawing from the Imagination: Doug Gittens	
3. Drawing a Single Point Perspective Grid: Dick McConnell	<ul style="list-style-type: none"><li>• Drawing perspective: Remembering the Basics – Lecture Handout</li><li>• Drawing a Single Point Perspective Grid</li><li>• Example of Room using Single Point Perspective</li><li>• Single Point Perspective Grid</li></ul>
4. Measured Single Point Perspective: Dick McConnell	<ul style="list-style-type: none"><li>• Drawing a Single Point Perspective Grid</li><li>• Drawing circles in perspective</li><li>• Single Point Perspective Grid</li><li>• Single Point Perspective Final Image – Pencil</li><li>• Single Point Perspective Final Image – Colour</li></ul>
5. Creating a Two-Point Perspective Grid for Sketching: Len Rye	<ul style="list-style-type: none"><li>• Drawing a Two-Point Perspective Grid</li><li>• Two Point Perspective Grid</li><li>• Drawing perspective: Remembering the Basics – Lecture Handout</li></ul>
6. Multiple Vanishing Points: Pam Locker	<ul style="list-style-type: none"><li>• Drawing perspective: Remembering the Basics – Lecture Handout</li></ul>
7. Drawing a Building in 2-Point Perspective: Pam Locker	<ul style="list-style-type: none"><li>• Plans and Elevations of small building</li><li>• Drawing a building using two-point perspective</li><li>• Drawing circles in perspective</li></ul>
8. Advanced 2-Point Perspective: Dick McConnell	<ul style="list-style-type: none"><li>• Advanced Two Point Perspective – Handout</li><li>• Drawing circles in perspective</li><li>• Final Colour Image of Global</li></ul>
9. Rendering with Markers: Doug Gittens	
10. Rendering with Dry Markers: Len Rye	<ul style="list-style-type: none"><li>• Practice Images 1 and 2</li></ul>



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